

STAR WARS®

ROLEPLAYING GAME

GEONOSIS BATTLE ARENA ADVANCED MISSIONS



FOR 2 TO 4 PLAYERS AGES 8 AND UP

Save the Republic!

On the planet Geonosis, Count Dooku is making secret plans to attack the Republic. Master Yoda has sent you to stop Count Dooku and his evil henchmen in the Battle Arena. The more Villains you beat, the more points you score. At the end of the game, the Hero with the most points wins!

Setting Up

To play this game, you need everything required for the basic Geonosis Battle Arena game: a 20-sided die (called a “d20”), your action figures, the Heroes, Villains, and rules provided in the basic game, plus a printout of these Advanced Missions rules and Character Sheets.

Cut apart each of the Character Sheets. Each player chooses one Hero to play. You and the other player(s) take turns running the Villains.

If you have just 2 players, you can change the rules so that one player runs all the Heroes and the other player runs all the Villains.

How to Play Advanced Missions

At the start of the game, each player rolls the 20-sided die. The player who rolls the highest goes first, the player on his left goes next, and so on around the table. When it's your turn, you decide what your Hero does.

On your turn, your Hero can Move and do one more thing each turn: Attack or Use a Skill or Use the Force.

After your Hero takes a turn, pick one Villain (your choice) and decide what the Villain does. Like your Hero, the Villain can Move and do one more thing each turn: Attack or Use a Skill or Use the Force.

After all of the players have moved their Heroes and one Villain each, any leftover Villains do nothing this turn. If there are fewer Villains than Heroes, players take turns deciding what the Villains do. If your Hero is knocked out, you get to control one of the Villains.

Credits

GAME DESIGNER: JD WIKER

GAME DEVELOPERS: CHRISTOPHER PERKINS, BILL SLAVICSEK

ART DIRECTOR: SEAN GLENN

GRAPHIC DESIGNER: ABIGAIL FEIN

COVER ARTIST: TOMMY LEE EDWARDS

EDITING AND PRODUCTION: SUE WEINLEIN COOK

PROJECT MANAGER: AARON ALBERG



Advanced Mission 1: Count Dooku's Challenge



The Heroes have come to the world of Geonosis. Somewhere in the Battle Arena, Count Dooku has hidden his secret plans for destroying the Republic. The Heroes must find those plans before Count Dooku unleashes his droid army!

Just as the Heroes enter the Battle Arena, a hologram of Count Dooku appears...

Count Dooku's Message

One player should read this section aloud:

"Welcome to my Battle Arena," says Count Dooku. "I know you are here looking for my secret plans, but you won't find them! So instead, why don't you play with some of my guards?"

The hologram of Count Dooku disappears, and the door slams shut behind you. The other doors in the arena slowly open, revealing your enemies!

Your Goal

You have to defeat the Villains that Count Dooku throws at you.

Setting Up

Each player chooses one Hero to play and one Villain to fight. You will need the Character Sheet for each Hero and Villain you choose.

Recommended Heroes

Every player chooses one Hero. Obi-Wan Kenobi, Anakin Skywalker, and Padmé Amidala are good choices. If you're missing one of these figures, you can use Shaak Ti, Captain Typho, Plo Koon, Luminara Unduli, Ki-Adi-Mundi, Saesee Tiin, or Kit Fisto instead. When you have chosen your Hero, put him or her on the table in the Battle Arena entrance.

Recommended Villains

Every player chooses one Villain. Battle Droids and Super Battle Droids are good choices. You could also use Geonosian Warriors or a Battle Arena Monster instead. Once you choose a Villain, put the Villain anywhere in the Battle Arena—but not next to any of the Heroes!

Finding the Plans

The plans you're looking for are hidden somewhere in the balcony. If your Hero spends his entire turn searching the balcony (not moving or doing anything else), you can roll the 20-sided die. If you get a 16 or higher on the d20, your Hero found the plans! If you don't roll high enough, your Hero can try again on his next turn.

Scoring

After all of the Villains have been knocked out, total up the Hit Points of all the Villains your Hero knocked out. The player whose Hero scored the most points wins! If your Hero found the plans, your Hero gets 5 bonus points. If your Hero gets knocked out, you don't get any bonus points.

Advanced Mission 2: Jango Attacks!



The Heroes try to escape the Battle Arena. Suddenly, the armored figure of Jango Fett appears on the arena balcony. He touches a control on his wrist, and all of the arena doors slam shut.

The Heroes are trapped, at the mercy of the bounty hunter! They can't escape and help the Republic until Jango Fett is defeated!

Jango's Message

One player should read this section aloud:

"You're not going anywhere!" Jango Fett shouts. "Did you really think we would let you go that easily? You still have more guards to fight!" The bounty hunter draws his blaster pistols. "And when you're done with them, you have to fight me!"

Your Goal

Each player chooses a side: Heroes or Villains. The side that scores the most points wins—but only if they manage to stay on their feet!

Setting Up

Decide which players will play the Heroes, and which players will play Jango Fett and the other Villains. You will need the Character Sheet for each Hero and Villain you choose.

Recommended Heroes

One player should choose Mace Windu or another Jedi. Other good choices are Obi-Wan Kenobi, Anakin Skywalker, Saesee Tiin, Luminara Unduli, Ki-Adi-Mundi, or Shaak Ti. When you have picked a Hero, put the action figure on the Battle Arena floor.

Recommended Villains

For the Villains, one player should choose Jango Fett. You can replace Jango Fett with Zam Wesell, if you like. Other good choices are the Geonosian Warriors, Battle Droids, and Super Battle Droids. After you choose your Villain, put the action figure anywhere in the Battle Arena—but not next to any of the Heroes! Always put Jango Fett or Zam Wesell in the balcony.

Scoring

After all of the Heroes or Villains have been knocked out, total up the Hit Points of all the Villains that the Heroes knocked out. Then total up the Hit Points of all the Heroes that the Villains knocked out. The side who scored the most Hit Points wins. If the winning side has more action figures knocked out than the losing side, then the battle is a draw (neither side actually wins).

Advanced Mission 3: Escape from the Battle Arena!



Something's wrong! The Heroes have been captured! Once more, Count Dooku has the secret plans, and the Heroes must fight in the Battle Arena!

But all is not lost. Master Yoda is coming with an army of Clone Troopers. The Heroes just need to hold on until help arrives...

Yoda's Message

One player should read this section aloud:

Yoda contacts you using the Force: "On our way, we are. Hold on, you must! Let Count Dooku begin his attack, you cannot. If the order he gives, then doomed the Republic is!" Yoda's voice begins to fade out. "Work together, you must. The Force is with you. Defeat Count Dooku and his army!"

Your Goal

This time, you have to work together to win. You still get points for the Villains you knock out—but you also get bonus points for each Hero you Heal!

Setting Up

Each player chooses one Hero to play and one Villain to fight. You will need the Character Sheet for each Hero and Villain you choose.

Recommended Heroes

Every player gets one Hero. Try using Obi-Wan Kenobi, Anakin Skywalker, or Padmé Amidala. Other good choices are Captain Typho, Mace Windu, Yoda, or Clone Troopers. When you have chosen your Hero, put the action figure on the Battle Arena floor.

Recommended Villains

Every player gets to choose one Villain. The first Villain you choose must be either Count Dooku or Jango Fett. For the other Villains, try using Zam Wesell and one or more Geonosian Warriors. You could also use a Battle Arena Monster or some Super Battle Droids instead. After you choose a Villain, put the Villain anywhere in the Battle Arena—but not next to any of the Heroes! Count Dooku or Jango Fett must be placed on the balcony.



Scoring

After all of the Villains have been knocked out, total up the Hit Points of all the Villains your Hero knocked out. Your Hero also gets 1 bonus point for each time you Heal a knocked-out Hero. The player whose Hero scores the most points wins! If your Hero defeats Count Dooku or Jango Fett and no other Hero helped, your Hero gets 5 bonus points! (If your Hero is knocked out at the end of the battle, you don't get any bonus points.)

Saesee Tiin™

DEFENSE 13

HIT POINTS

USE A SKILL

SKILL	VALUE
Ride	13
Heal	13
Climb	13
Force Jump	11
Force Strike	11
Mind Trick	11

USE THE FORCE

FORCE POWER	VALUE
Deflect Blaster Bolt: Saesee Tiin can deflect any blaster bolt that misses action figure that shot the blaster at him. This power works only if he has a lightsaber in his hand.	13
Saesee Tiin can deflect any blaster bolt that misses action figure that shot the blaster at him. This power works only if he has a lightsaber in his hand.	11
Saesee Tiin can deflect any blaster bolt that misses action figure that shot the blaster at him. This power works only if he has a lightsaber in his hand.	11

ATTACK +3

LIGHTSABER: 3 Hit Points

LIGHTSABER: 3 Hit Points

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Battle Droid™

SPECIAL POWER
Droid: A Battle Droid cannot be affected by the Mind Trick power.

DEFENSE
12

ATTACK
2 Hit Points

HIT POINTS

USE A SKILL
Climb 19
Heal 19
Ride 19

Kit Fisto™

HIT POINTS

○ ○ ○

DEFENSE

14

ATTACK

+4

LIGHTSABER:

3 Hit Points

USE A SKILL

Climb	13
Heal	13
Ride	13

USE THE FORCE

Force Jump	10
Force Strike	10
Mind Trick	10

SPECIAL POWER

Deflect Blaster Bolt: **Kit Fisto** can deflect any blaster bolt that misses him. He gets to make a free **Attack** roll to do 1 Hit Point of damage to the action figure that shot the blaster at him. This power works only if he has a lightsaber in his hand.

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Luminara Unduli™

HIT POINTS

● ● ● ●

DEFENSE

13

ATTACK
+3

LIGHTSABER:
3 Hit Points

USE A SKILL

Climb	12
Heal	12
Ride	12

USE THE FORCE

Force Jump	9
Force Strike	9
Mind Trick	9

SPECIAL POWER

Deflect Blaster Bolt: **Luminara Unduli** can deflect any blaster bolt that misses her. She gets to make a free **Attack** roll to do 1 Hit Point of damage to the action figure that shot the blaster at her. This power works only if she has a lightsaber in her hand.



SPECIAL POWERS

Deflect Blaster Bolt: Yoda can deflect any blaster bolt that misses him. He gets to make a free **Attack** roll to do 1 Hit Point of damage to the action figure that shot the blaster at him. This power works only if he has a lightsaber in his hand.

Powerful Jedi: Yoda can re-roll a failed **Use the Force** roll. He can do this once each turn.

USE THE FORCE

Force Jump 7
Force Strike 7
Mind Trick 7

USE A SKILL

Climb 12
Heal 10
Ride 10

DEFENSE 17

ATTACK +4

LIGHTSABER: 3 Hit Points

HIT POINTS

3

Yoda™

Captain Typho™

HIT POINTS 4

BLASTER PISTOL: 1 Hit Point

ATTACK +3

DEFENSE 13

USE A SKILL

Ride	11
Heal	11
Climb	11

SPECIAL POWER
Great Warrior: Once each turn, **Captain Typho** can re-roll a failed Attack roll.

Plo Koon™

HIT POINTS

○ ○ ○

DEFENSE

14

ATTACK

+3

LIGHTSABER:

3 Hit Points

USE A SKILL

Climb	11
Heal	11
Ride	11

USE THE FORCE

Force Jump	9
Force Strike	9
Mind Trick	11

SPECIAL POWER

Deflect Blaster Bolt: **Plo Koon** can deflect any blaster bolt that misses him. He gets to make a free **Attack** roll to do 1 Hit Point of damage to the action figure that shot the blaster at him. This power works only if he has a lightsaber in his hand.

Ki-Adi-Mundi™

HIT POINTS

Three white circles representing hit points.

DEFENSE

14

ATTACK
+3

LIGHTSABER:
3 Hit Points

USE A SKILL

Climb	11
Heal	11
Ride	11

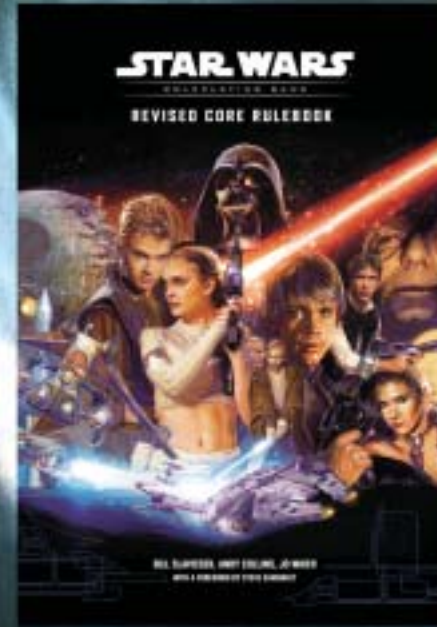
USE THE FORCE

Force Jump	8
Force Strike	8
Mind Trick	8

SPECIAL POWER

Deflect Blaster Bolt: **Ki-Adi-Mundi** can deflect any blaster bolt that misses him. He gets to make a free **Attack** roll to do 1 Hit Point of damage to the action figure that shot the blaster at him. This power works only if he has a lightsaber in his hand.

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Zam Wesell™

HIT POINTS

● ● ●

DEFENSE

13

ATTACK

+3

BLASTER PISTOL:

1 Hit Point

USE A SKILL

Climb	12
Heal	12
Ride	12

SPECIAL POWER

Killing Shot: If Zam Wesell rolls a "20" on the d20 when making an Attack roll, her blaster does 3 Hit Points of damage instead of 1 Hit Point of damage.

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Battle Droid™

HIT POINTS

●

DEFENSE

12

ATTACK

+1

BLASTER RIFLE:

2 Hit Points

USE A SKILL

Climb	19
Heal	19
Ride	19

SPECIAL POWER

Droid: A Battle Droid cannot be affected by the Mind Trick power.